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Rastburg Castle

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Rastburg Castle is a fortification on the border between Rivia and Lyria, situated near a small river aptly dubbed the 'rivulet' (or bacherl).

Type	Fortification, Outpost
Location	Border between Lyria and Rivia
Inhabitants	Rivian army, castletown folk, travelers
Languages	Common, various

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About

Rastburg Castle was one of the most recent fortifications build in all of the Twin Realms. When it became tradition for the current regent to reside in Rivia during the winter and in Lyria during summer, the nobles were quick to suggest a place that could both serve as resting point during the journey as well as fortification to guard the important trade route. In order to garner favor, many of the houses donated money and resources for the construction of this new castle. It was thusly named the resting keep, Rastburg.

Due to its role as a royal resting place, the largest and most luxurious room of the keep is always prepared for the current regent, part of the stables prepared for their retinue, and firewood and provisions always stocked, prepared for even the most unlikely of visits of his royal majesty. When indeed present, white and blue banners hang from the highest tower.

As the king moved, the court followed. Both members of the *Council of Peers* as well as the Lyrian/Rivian aristocracy sought to increase their standing by being close to their ruler, which in turn made rich merchants and others with desires for power and prestige follow suit. Over the years, a small industry emerged around Rastburg, supporting the garrison and making the most out of the travelers.

Garrison

A battalion of the Rivian army is stationed at Rastburg at all times, patrolling the road and protecting the peace. The role of commanding officer is often given to Baronets or other nobles, as the region is relatively peaceful all year around. Pots of boiling oil and even ballistae are part of the fortification, although rarely used and only kept in working order to withstand the eyes of their king (and/or queen). Being station at Rastburg is often seen as a sort of holiday, a break from 'real' danger, along with the chance to have a closer glimpse at their regent.

Castle Village

In front of the gates of Rastburg Castle lies a small village. It is dominated by *Berrik's Rest*, a large inn that serves as the primary resting place for travelers that use Rastburg as a safe haven on the road between Rivia and Lyria. A few houses, inhabitants mostly artisans who work in the castle, dot the mountainous terrain. Most who live beyond the walls are herders, tending to goats who do not mind the uneven terrain, and a few fishermen and hunters.

Berrik's Rest

The inn many travelers visit was once known under a different name. The story of King Berrik himself choosing the inn over his royal chamber in Rastburg Castle is brought up to almost any new arrival sooner or later, and that said event lead to not only the renaming of the inn but gave birth to the very shape of their unique sign. Members of the *Council of Peers* have also been seen as guests when the royal transfer happens.

Two wooden figures greet any visitor, the left one dubbed 'the bard' while the other was named 'the thinker'. Both were gifts from nobles who stayed at the inn and were transported to their new home at great cost, carved out of the finest wood.

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